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Srikrishna College, Bagula, Nadia-741502  
Academic Year-2021-22

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13.09.22

SRIKRISHNA COLLEGE  
UNIVERSITY OF KALYANI



(BSC PAPER  
NO)

Bachelor of Science Honours  
in Computer Science

By

Shuvro Biswas

Reg No-039040 of 2019-2020

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Department of Computer Science  
Srikrishna College  
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# INTRODUCTION

This project is about developing an android application. Nowadays, gadgets are rolling the world. Many people cannot imagine even one day without their device. We use them for everything: find information, stay connected with our friends and families, find the way around, decide what to do, and many other things. But very often we come to the point when we would like to have an application for a particular situation or for a certain need, but there is no such one. Developing an application usually takes lots of time and needs professional knowledge of software. And then as people do not find the application they tend to wait until somebody is developing one, or they have to go to the web and ask people to implement their ideas. On different forums there are tons of brilliant ideas but they will wait until developers will see them. On the other hand there are lots of enthusiastic developers who are looking for ideas to implement them.

# SCOPE AND OBJECTIVE

## SCOPE

The scope of this android application is to develop the features of chatting activity and create tasks with others.

Create your own to-do list.

And anyone can encode and decode a QR Code.

## OBJECTIVE

1. You can use this app without remembering any password and by logging in with your email. So it is easy to use for everyone.
2. Anyone can use this app but can not take any screenshot in inbox and task areas. And this app uses AES Encryption. So this app is secure.
3. Users can send the link of this app through his/her gmail to whom you wanted to invite. So no need to keep remembering other people's numbers.
4. Anyone can use this app while enjoying the feature of to-do. That means you can list a task alone or with collaboration and click complete option after completing your task, if someone is with you in collaborative task then you can do the same.
5. You can convert any type of book or notebook text or handwritten text into normal text by scanning the text (OCR).
6. You can convert a text in a QR code form.
7. You can pay money by scanning UPI code & various operations on QR code.

In brief, anyone can use a total of 4 major features in one app.



is helpful for normal users, who use multiple android apps for multiple works.

In this application User can -

1. Chat with others.(**Chats**)
2. Organize a task or to-do list with others.(**Collab Tasks**)
3. Organize a to-do or task list for himself/herself.(**My Tasks**)
4. Create a QR code from text and share it anywhere.(**My QR**)
5. Scan any QR code and perform as per QR codes.(**My QR**)
6. Scan an image and extract text from this image and copy that.(**OCR**)

If any users want to use Delify, this app doesn't need any username or password for login or signup. Users choose any of their gmail accounts to continue Delify. That's why this app didn't store any user's sensitive information(username or password). That's why this app is so secure and user friendly.

In case of chatting and creating tasks this app provides a secure environment because of their AES end to end encryption and a feature of doesn't taking screenshots, Because privacy is our first privacy.

In case of design and UI, this app provides a modern UI look and awesome animations.

Delify App APK Link:

<https://drive.google.com/file/d/1315lQHetvk6xGfwqXGda0q9oUewDcShP/view?usp=sharing>

Delify App Demo Video Link:

<https://drive.google.com/file/d/1USQbFGszShGLq9fOzl3MZlWkB1qx0JXn/view?usp=sharing>

# THEORICTICAL BACKGROUND

Background theory in this thesis work serves as a prophase for developing an application. That allows us to understand more compatible the principles and technologies of Android development and can give us ideas about further structure of prototype projects.

## **Android framework:**

Android is one of the Open source platforms. It is created by Google and owned by Open Handset Alliance. It is designed with the goal "accelerate innovation in mobile" As such Android has taken over a field of mobile innovation. It is definitely a free and open platform that differs hardware from software that runs on it. It results in many more devices running the same application.

## **Android history:**

The actual history of Android starts when Google purchased android inc. in 2005. But the development did not start immediately. The actual progress on the Android platform started when 2007 Open Handsets Alliance announced the Android as Open Source platform and a year later the Android SDK 1.0. In the same 2008 the G1 phone was produced by HTC and was retained within the T-Mobile carrier. In the next two years came out with 4 versions of Android. In 2010 there were at least 60 devices 7 running android and it became second after Blackberry the best spread mobile platform. (Gargenta 2011, 3-6)

## **Development methods used:**

There are several methods which can support developing process of any project such as:

- 1)Waterfall
- 2)Prototyping
- 3)Incremental development
- 4) Spiral development
- 5)Rapid application development
- 6) Agile software development

## USED PLATFORM

Delify android application runs on any **Android device**.(**Android 8 Oreo or later**).

This app is developed in **Android Studio 4.1** on a Windows 10 machine.

- **Versions:**

Minimum Android SDK Version is **26**.

Target Android SDK version is **30**.

The Java version is **1.8**.

Gradle version is **4.0.0** .

Firebase Database version **20.0.1** .

- **Software or websites used for developing this App:**

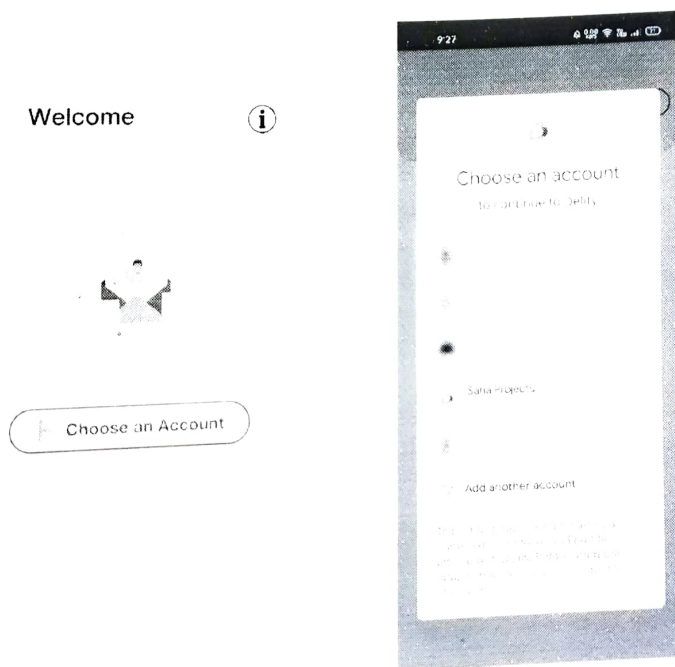
1. Android Studio for Windows.
2. Adobe XD for Windows.
3. Lottiefles website and libraries.
4. Firebase Database website... etc.

- **Device used for App Testing:**

ANDROID : Redmi Note 8, Realme 8, Samsung Galaxy J7 Pro, Infinix hot S3

## Welcome Activity:

In the Delify app, Welcome activity is basically a login activity. Users can log in by choosing any of their google accounts which is available in their device, and it automatically authenticates the account and collects some data like **gmailid,photo,name,id** from Google Server. In this app there is no need of any username and password for creating an account or login. In Delify app users don't need to remember any username and password for use this app when users want to login, simply choose a google account. For this reason, Delify databases don't store passwords for better security.



After authenticating the users, Users automatically redirect to the main app screen (by default it is **Chats Activity**). In the bottom navigation bar, there are 4 options to go to four different activities. **Chats, Profile, Tasks, MyQR.**

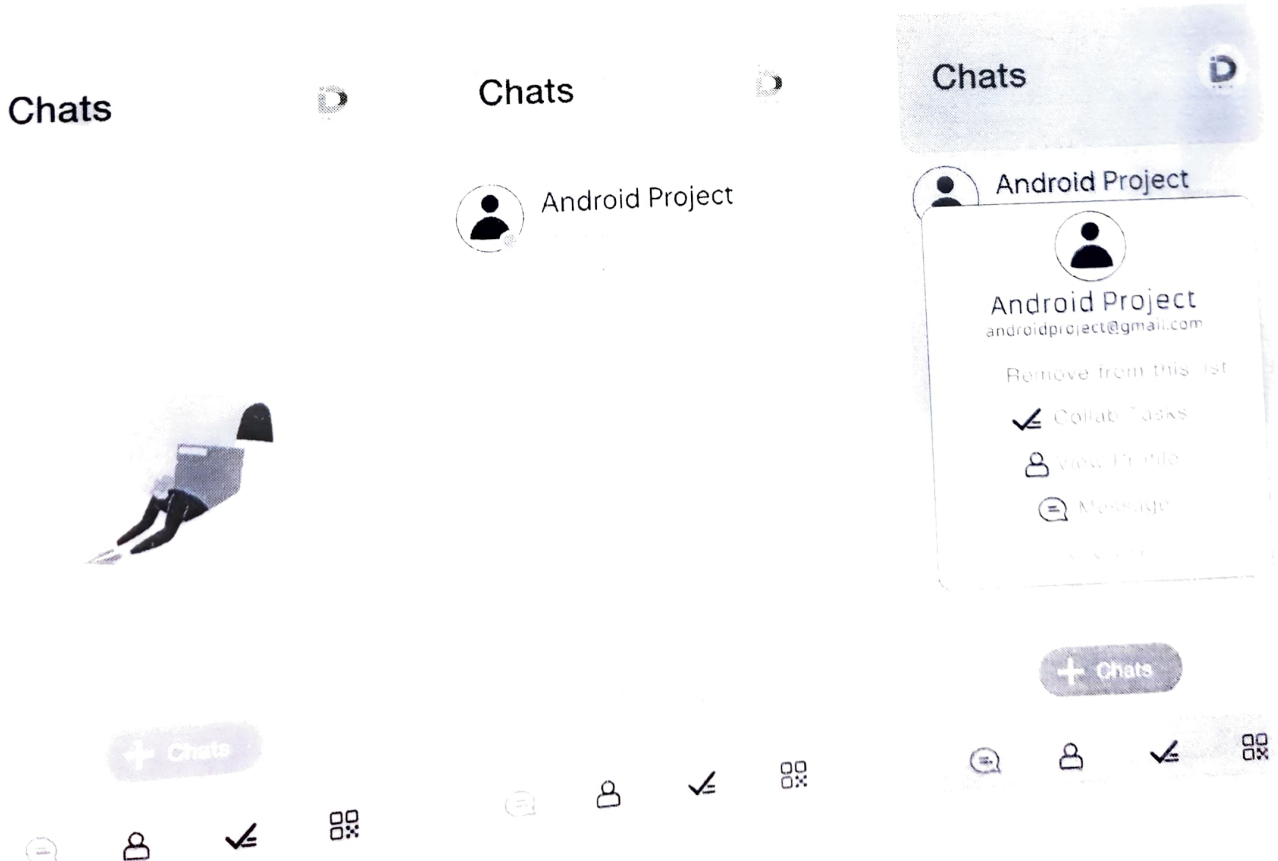




## ❑ Chats Activity:

In the Chats activity, Users can see their recent chats with other users in a listview(recycler view in Android terms) with the data of other users(with whom Users chatted) like name,profile photo,online indicator,typing indicator,last message,last chat date. In this list view users can chat with any one by tapping on this particular user, and a chat inbox will appear on the screen. By tap and hold of this item(a user) to get more options.

In this activity, there is a "+chats" option to search for any user and chat with him/her.





## Chats Activity:

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In this activity, there is a "+chats" option to search for any user and chat with him/her.

Chats



Chats



Android Project



+ Chats



Chats



Android Project



Android Project  
androidproject@gmail.com

Remove from this list

✓ Collab Tasks

👤 View Profile

💬 Message

✕ Close

+ Chats



## ❑ Profile Activity:

In Profile activity, Users can see their profile here. Name, gmail of logged in users are shown here. Users can log out Delify by tapping on the “**Logout**” button.

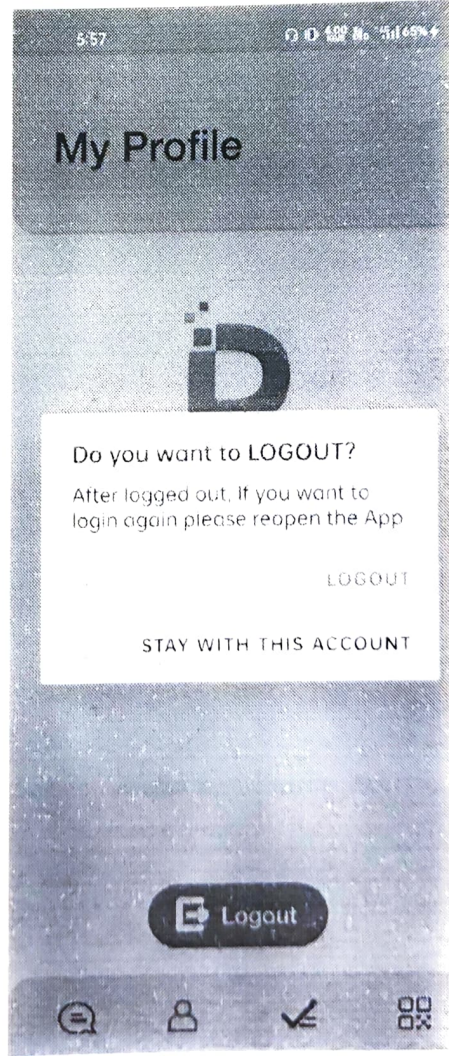
### My Profile



**Saha Projects (You)**

saha7projects@gmail.com

 Logout



Tasks Activity:

In Tasks activity, Users can see their recent collaborative tasks with other users in a listview(recycler view in Android terms) with the data of other users(with whom Users collabs for tasks) like name,profile photo,delete from this list button.

There is one more option or button "**mytasks**". By clicking on this option users can see,create,edit,delete their tasks.

Tasks



Tasks

 Android Project



## **OBJECTIVES OF SOFTWARE TESTING**

Software testing is usually performed for the following objectives:-

### **SOFTWARE QUALITY IMPROVEMENT:**

The computer and the software are mainly used for complex and critical applications and a bug or fault in software causes severe losses. So a great consideration is required for checking for quality of software.

### **VERIFICATION AND VALIDATION:**

Verification means to test that we are building the product in the right way . We use the correct procedure for the development of software so that it can meet the user requirements. Validation means to check whether we are building the right product or not.

### **SOFTWARE RELIABILITY ESTIMATION:**

The objective is to discover the residual designing errors before delivery to the customer. The failure data during the process are taken down in order to estimate the software reliability.

## **STRATEGY FOR SOFTWARE TESTING**

Different levels of testing are used in the test process; each level of testing aims to test different aspects of the system.

→ **There are two levels of testing:**

- I. Unit testing
- II. System testing



## **Unit testing :**

In unit testing, the analyst tests the programs making up a system. For this reason, unit testing is sometimes called program testing. Unit testing places stress on the modules independently of one another to find errors. It helps the tester in detecting errors in coding and logic that are contained within that module alone. The errors resulting from the interaction between modules are initially avoided.

Unit testing can be performed from the bottom up, starting with the smallest and lowest level modules and preceding one at a time. For each module in bottom up testing short programs used to execute the module and provide the needed data, so that the module is asked to perform the way it will when embedded within the larger system.

## **System testing :**

The important and essential part of the system development phase, after designing and developing the software is system testing. We can not say that every program or system design is perfect and because of lack of communication between the user and the designer, some error is there in the software development. The number and nature of errors in a newly designed system depend on some usual factors like communication between the user and the designer.

Theoretically, a newly designed system should have all parts or sub-systems in working order, but in reality, each sub-system works independently. This is the last change to detect or correct errors before the system is installed for user acceptance testing. The purpose of system testing is to consider all the likely variations to which it will be subjected and then push the system to its limits.

Testing is an important function to the success of the system. System testing makes a logical assumption that if all the parts of the system are correct the goal will be successfully activated.



# **MAINTENANCE**

## **SYSTEM MAINTANENCE AND EVALUATION**

### **SYSTEM MAINTANENCE:**

Every software requires maintenance to eliminate errors in the system during its working life. It matches the software with the environments. During the SDLC (software development life cycle), maintenance is required for fitting the software for user needs. Thus any software has to be maintained constantly as per the user requirement and ultimately the replacement arises when the software is no longer usable, then the software must be rejected. Therefore, maintenance is the last stage of SDLC.

# **BIBLIOGRAPHY**

During the development of the project, I have used many resources and for that I am grateful to all the people concerned.

Given below are the names of some websites, which I have used during development of the project.

1. <https://developer.android.com/docs>
2. <https://developers.google.com/>
3. <https://firebase.google.com/docs>
4. <https://stackoverflow.com/>
5. <https://github.com/>

And some [Youtube channels](#).

# **COLLEGE EXAM DUTY PROVIDER**

**A dissertation report submitted towards  
partial fulfillment of the requirements for the  
award of the degree of**

**B.SC. COMPUTER SCIENCE**

**RITI DEBNATH**

**Reg. No.: 039037 of 2019-2020**

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Srikrishna College**

**The University of Kalyani  
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**THE UNIVERSITY OF KALYANI**



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# ACKNOWLEDGEMENT

The happiness of success lies in the sharing it with all who have helped and inspired me to attain the goal. I would like to express my gratitude to all, whose constant guidance and encouragement served as a beacon of light.

I express my deep sense of gratitude and profound thanks to the kind acceptance, dynamic encouragement, support, and generosity of my project guide lecturer Mr. **Ashraful Islam**, Computer Science Department for his demand for clarity of expression, useful subject discussions, constant care and kind patience throughout the project duration which greatly helped me to complete this task.

I am highly indebted to Mr. **Ujjal Kumar Das** (H.O.D), lecturer of Computer Science Department, Srikrishna college for his guidance and constant supervision as well as for providing necessary information regarding the project & also for their support in this project.

Lastly, I thank the almighty, my family and friends for their constant encouragement without which this would not be possible.

A leaflet named acknowledgement cannot truly express the amount of thankfulness to all the persons who helped me directly or indirectly throughout this project duration, I sincerely thank all who wished for my success.

Dated:- 02.07.2022

Riti Debnath  
.....  
**RITI DEBNATH**



## DECLARATION

*I, Riti Debnath do hereby that this project report is original and has not been published and/or submitted for any other course award to any college before.*

*Riti Debnath*  
Signature:

Date: 02.07.2022

**B.Sc. Honours In Computer Science**

**Srikrishna College**

2019-2020

## **INTRODUCTION**

The project “**COLLEGE EXAM DUTY PROVIDER**” deals with the computerization of the following areas:

- ♠ Keeping Teachers personal details.
- ♠ Keeping different college information.
- ♠ Allocate different college for teachers.
- ♠ Generation of allocated college process.






The aforesaid managements are used to be more time consuming, complex and error prone when handled manually. This computerized system will resolve the problems effectively to some extent.

## *SCOPE AND OBJECTIVES*

**SCOPE OF THE PROJECT:** This exam guider scheduling system is a collection of interactive programs, which have taken care of the following: -

1. Keeping track of teacher's personal details.
2. Keeping different college information.
3. Generation of allocated college notice for teachers.

**OBJECTIVE OF THE PROJECT:** The main objectives of this project are:-

-  To develop a software to computerize the work of maintaining the information about the teachers of college.
-  To design and develop a computer database so that it will be easy to retrieve, update and manipulate the records of different teachers for college work purpose.
-  To allow the user to extends the project as much as he/she wants.
-  It provides the special security for the database.
-  To operate it in our system it does not require high system configuration.

# THEORETICAL BACKGROUND

One of the primary reasons for the immense popularity of computers is the speed with which they can accomplish specific tasks. However, computer applications are not always easy to use. Any applications have two parts:

1. **User interface:** This is the screen displayed by the application. We interact with an application via the interface.
2. **Programming:** Computers need clear out instructions to tell them what to do and when to do. A set of instructions to carry out a specified job is called a program. This is what goes out in the background.

All interactions between the user and the application are performed via the user interface. Thus, for any applications to be successful, it needs to have good user interface. the user interface makes the program easy to use.

A good user interface will be:

- ⌘ Easy to learn.
- ⌘ Easy to use.
- ⌘ Attractive.

There are two types of interfaces:

1. **Character user interface:** Here text is the medium of information exchange. The application displays text, which prompted the user for the required information. It also specifies the valid option, if any. The user then responded to these prompts by specifying the required information using text.

The disadvantage with character user interface (CUI) is that, with each new application, the user has to spend effort and time for getting used to the way it works.

2. **Graphics user interface:** Interfaces that use graphics is called graphics user interface (GUI).Such interfaces are very popular because they are more user friendly. The user can identify with the graphics displayed on the screen. They are very easy to use .the user must be able to react intuitively to an interface presented in such because it emulates real life.



## **PROBLEM DETAILS**

Machine makes it easy for man to do a job. But in this modern world, some organization still doing work manually.

In a work place, lots of works are done manually, which requires huge amount of paper work where risk factors are very high also. The operations of a exam guider scheduled system includes keeping teachers information, allocated college, college information details of individual college etc. to maintain the record manually, a college first store all the details of teachers etc. In a hard copy, which is done manually. Later when it is required to check the same record, the employees search all the hard copies for the details of the record.

The details of the various teachers are maintained. these details include the teacher user id, teacher name, address, last year allocated colleges etc. The date of guide is automatically generated.








Generating reports about all the teacher, college information, allocated college information etc is a big headache for the employees. They have to pick up all the files regarding the teachers, all college name and allocated college and from those files they make out the information for individual teachers.

Another problem faced by the employee is to modify a record. Modify a value in a file needs to modify the related information to other files. Now searching those records accurately and modifying them is a tiresome work.






During the development of our project our prime object was to keep the hardware and software requirement as minimum as possible so that it supports maximum user base.

### **HARDWARE CONFIGURATION:-**

-  Computer : PC-AT
-  Processor : Intel core i3 and above
-  RAM : 8GB
-  CACHE : 128 KB and above
-  HDD : 1 TB HARD DISK
-  Input Device : Mouse or Keyboard
-  Output Device : VDU(minimum VGA,SVGA support),printer

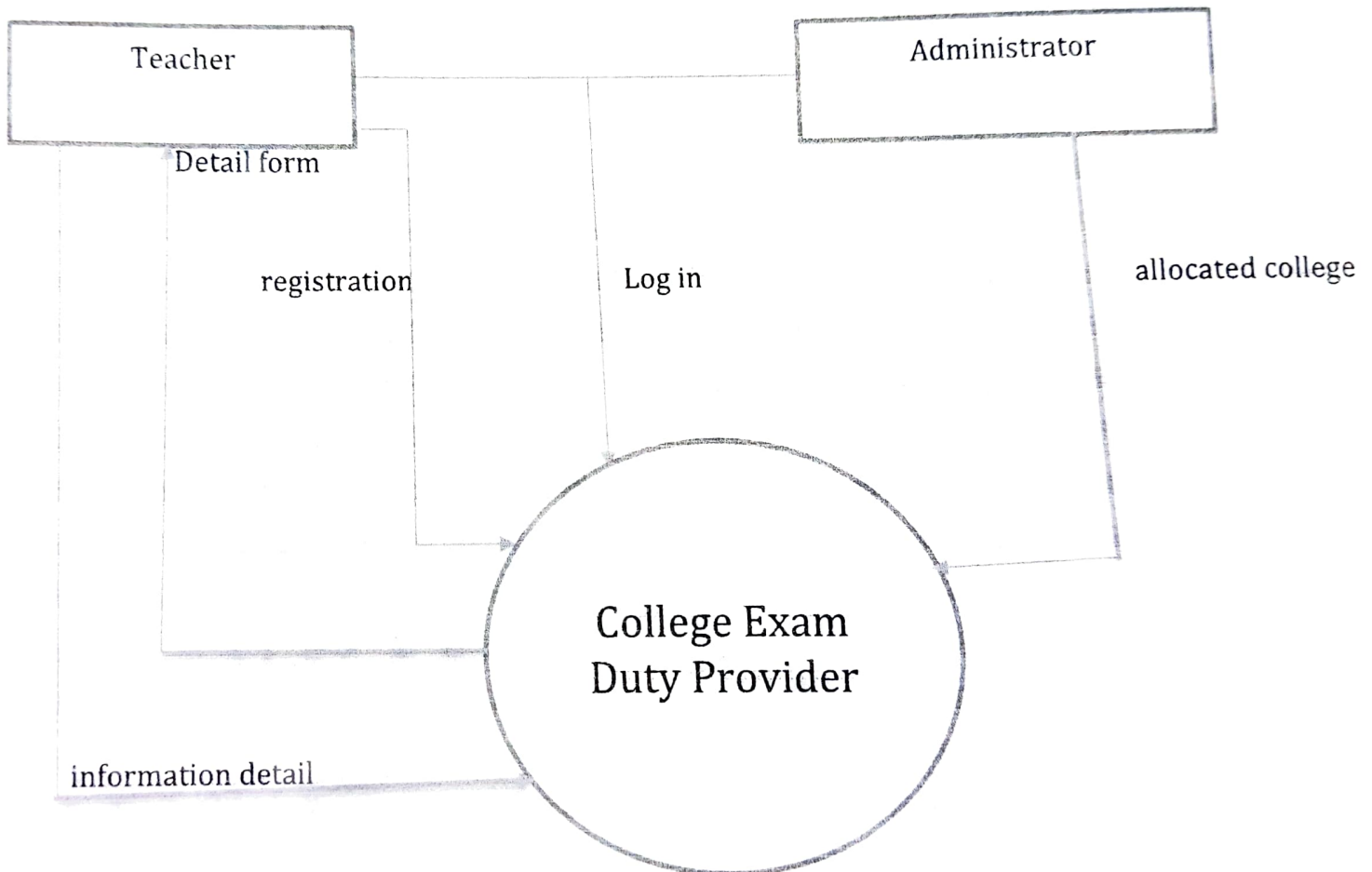
### **SOFTWARE CONFIGURATION:-**

-  Operating System : WINDOWS XP/7/8/8.1
-  Graphic Tools: MS Paint, Adobe Photoshop,
-  Database Server at Backend: PHP-MYSQL

# 1.CONTEXT FREE DIAGRAM

A common way to begin is to a system is to model the whole system by one process. The DFD that does as a Context Diagram.

It shows all the external entities that interact with the system and the data flows between these external entities and the system. The context diagram of the proposed system is followed.



# **FUTURE SCOPE & LIMITATIONS**

## **Future Scopes : -**

Though our project is itself matured enough but still betterment is always an open door. In this case also we can add some feature to this software to make this software more reliable.

## **Try to :**

Firstly, during the development of our project our prime object was to keep the hardware and the software requirement minimum as possible so that it supports maximum user base.

Secondly, the searching module should be very strong.

Thirdly, modify the project for better rapprochement with graphics and sound effects.






Fourthly, back up procedure can be incorporated to make sure of the data base integrity.

Finally, more rigorous cost benefit analysis can be done to make the more feasible.

## **Limitations: -**

First, we have to admit that, this is not a generalized project. It does not cover all the areas of manual/complete software-based Exam Guider Scheduled System. That's why this project may not fulfill the requirements of all the divisions.

This College Exam Duty Provider has the following limitations:

-  This Exam Guider Scheduled System does not allow rearrangement of report.
-  It cannot be run on network systems.
-  Administrator cannot be deleted, only change of name and password is possible.
-  It has no relation with banking relation.
-  It has no employee details and employee related any terms

## BIBLIOGRAPHY

*During the development of the project, I have used many resources and for that I am grateful to all the people concerned.*

*Given below are the names of some books, which I have used during development and documentation of the project.*

- 1. "Database System Concepts" By H. F. Korth, Silberschatz, S. Sudarshan*
- 2. PHP cookbook by O'RELLY*
- 3. Downloading different pdf and ppt from internet of PHP*
- 4. W3 Schools.com*

# THE END.....

# UG COLLEGE SPACE

A dissertation report submitted towards  
partial fulfillment of the requirements for  
the award of the Graduation degree

## **Bachelor of Science Honours in Computer Science**

By

Ritwik Adhikary

Reg.No.: 039039 Of 2019-2020

Roll No.: 2116137-1939180

—

Department of Computer Science

Srikrishna College

Bagula, Nadia-741502





## CERTIFICATE OF APPROVAL

THIS IS TO CERTIFY THAT THE PROJECT ENTITLED “UG COLLEGE SPACE” IS CARRIED OUT BY RITWIK ADHIKARY UNDER MY GUIDANCE AND SUPERVISION FOR THE FULFILLMENT OF THE PROJECT WORK, REQUIRED FOR THE AWARDATION OF GRADUATION DEGREE FROM SRIKRISHNA COLLEGE, UNIVERSITY OF KALYANI.

Countersigned by:

.....  
MR. UJJAL KUMAR DAS  
Project guide and Lecturer,  
Department Of Computer Science,  
Srikrishna college, Bagula



## CERTIFICATE

THIS IS TO CERTIFY THAT MR. SOUVICK MISTRI, (ROLL NO: 2116137-1939180, REG. NO: 039039 OF 2019-2020) HAS WORKED SINCERELY AND INDEPENDENTLY TO COMPETE HIS DISSERTATION WORK ON “UG COLLEGE SPACE” DURING THE SESSION 2022-2023, UNDER THE GUIDANCE AND SUPERVISIONS OF MR. UJJAL KUMAR DAS. HE HAS FULFILLED ALL THE REQUISITES OF THE UNIVERSITY OF KALYANI FOR THE PREPARATION AND COMPLETION OF THE DISSERTATION FOR THE DEGREE OF BACHELOR OF SCIENCE HONOURS IN COMPUTER SCIENCE IN THE DEPARTMENT OF COMPUTER SCIENCE.

WE WISH THEM ALL, SUCCESS IN THEIR FUTURE LIFE.

.....  
MR. UJJAL KUMAR DAS

Project guide and Lecturer,

Head of Department

Department of Computer Science,

Srikrishna college, Bagula

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.....*Ritwik Adhikary*.....  
RITWIK ADHIKARY

Dated: - 02.07.2022

# DECLARATION

I, Ritwik Adhikary do hereby that this project report is original and has not been published and/or submitted for any other course award to any college before.

Signature: Ritwik Adhikary

Date: 02 - 07 - 2022

B.Sc. Honours In Computer Science  
Srikrishna College  
2019-2020



# INTRODUCTION

This project is about developing a web application. Nowadays, gadgets are rolling the world. Many people cannot imagine even one day without their device. We use them for everything: find information, stay connected with our friends and families, find the way around, decide what to do, and many other things. But very often we come to the point when we would like to have an application for a particular situation or for a certain need, but there is no such one. Developing an application usually takes lots of time and needs professional knowledge of software. And then as people do not find the application they tend to wait until somebody is developing one, or they have to go to the web and ask people to implement their ideas. On different forums there are tons of brilliant ideas but they will wait until developers will see them. On the other hand, there are lots of enthusiastic developers who are looking for ideas to implement them.

# **SCOPE & OBJECTIVE**

## **SCOPE OF THE PROJECT:**

The scope of this web application is to store all the previous year questions that's any one can access

## **OBJECTIVE OF THE PROJECT:**

The main objectives of this project are ...

- Anyone can use this application to find previous year questions.
- Any student login and upload question to help others.

# ABOUT THIS APPLICATION

UG COLLEGE SPACE Web application performed well in many tasks which is helpful for many students to find previous year question.

In this application user can

1. Download previous year question
2. Upload current year question
3. Suggested new feature

If any users want to use UG COLLEGE SPACE, this app doesn't need any username or password for login or signup. Users choose any of their google accounts to continue UG COLLEGE SPACE. That's why this app didn't store any user's sensitive information (username or password). That's why this app is so secure and user friendly.

UG COLLEGE SPACE App Link:

[UG College Space \(ug-college-space.web.app\)](https://ug-college-space.web.app/)

OR

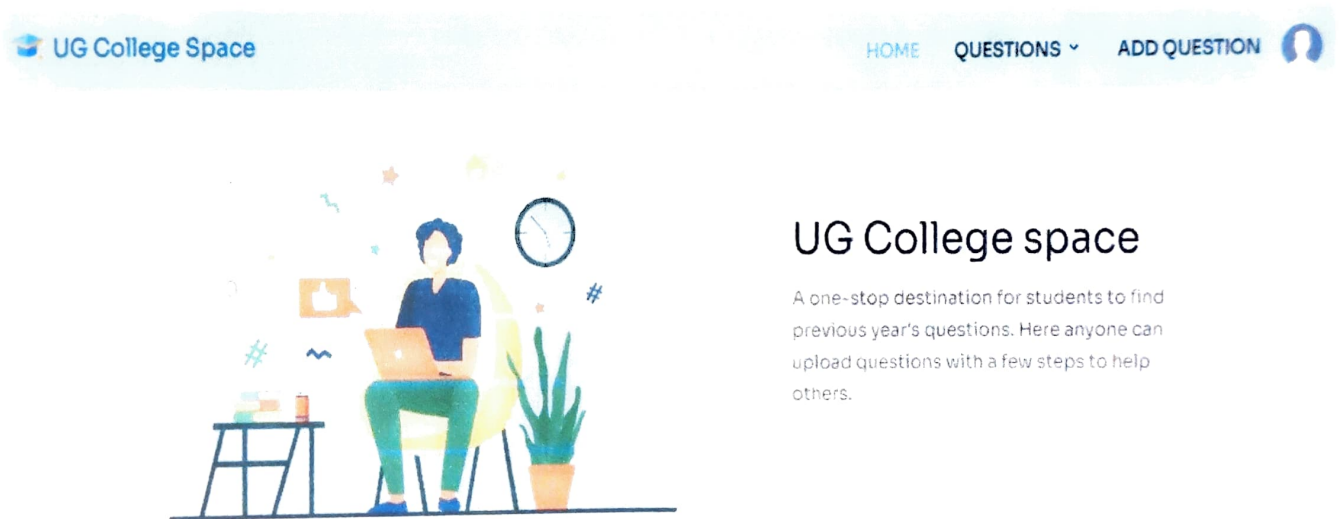
<https://ug-college-space.firebaseio.com/>

# ACTIVITY DETAILS

An activity is the entry point for interacting with the user. It represents a single screen with a user interface. In our project “UG COLLEGE SPACE” some user interface given below with their details:

## Home Interface:

In the home interface, everyone can know about “UG-COLLEGE-SPACE”



## ABOUT

UG College Space is a simple solution for the students to find previous year's questions. With simple steps, anyone can upload questions and students can use it. NO need to create an account just login with google. Also, your suggestions are of great help to me. If you have any suggestions, kindly write them... ✍

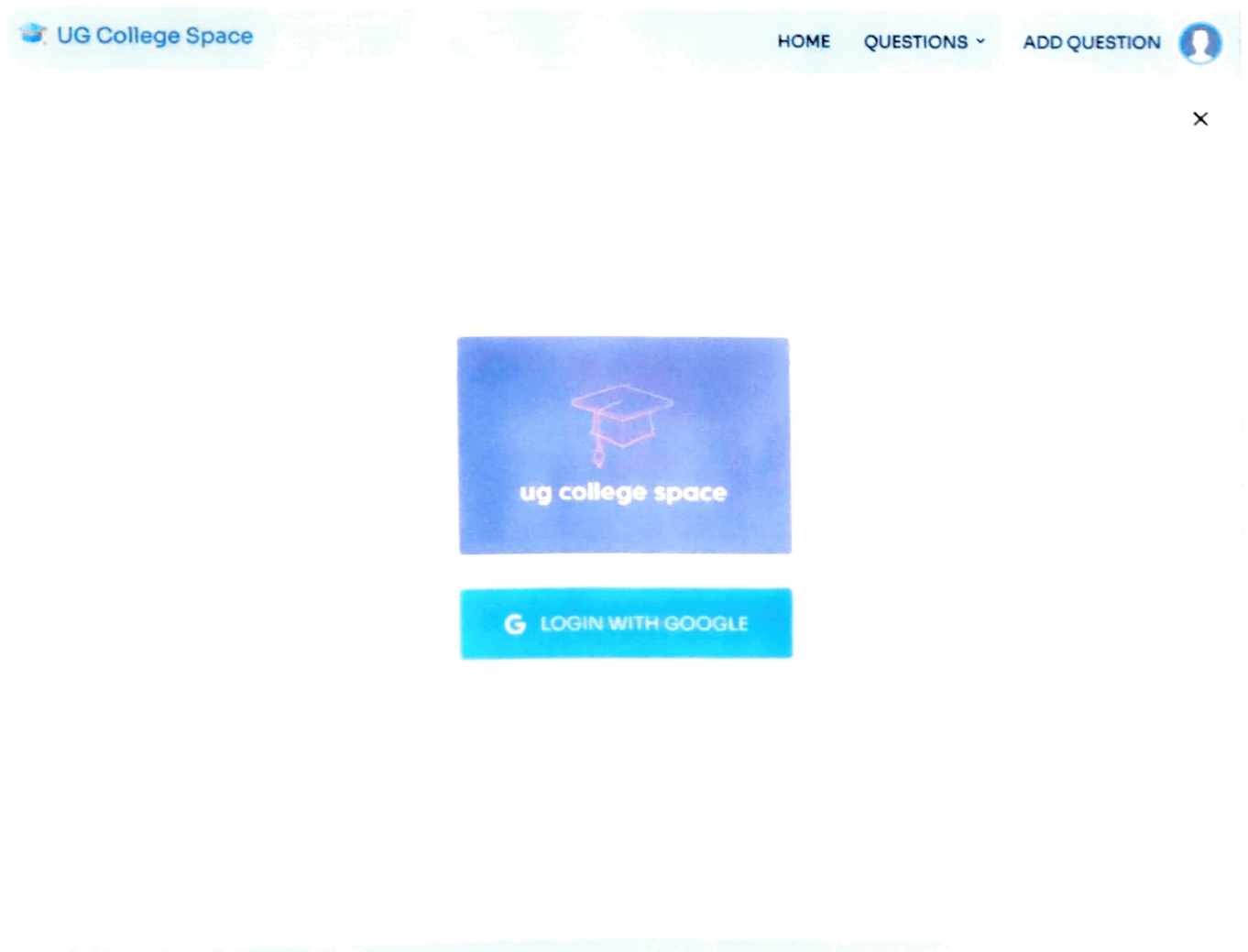
## TECH STACK

React.js  
Tailwind CSS  
Firebase



## Login Interface:

In the Login interface, Users can log in by choosing any of their Google accounts that are available on their device, and it automatically authenticates the account and collects some data like Gmail, photo, name, and id from Google Server. In this application, there is no need of any username and password for creating an account or login. Users don't need to remember any username and password to use in this application when users want to login, simply choose a google account. For this reason, databases don't store passwords for better security.



# **FUTURE SCOPE**

## **Future Scopes: -**

Though our project is itself matured enough but still betterment is always an open door. In this case also we can add some feature to this web application and make this web application more reliable.

### **Try to :**

Firstly, during the development of our project our prime object was to keep the hardware and the software requirement minimum as possible so that it supports maximum user base.

Secondly, the searching module should be very strong.

Thirdly, modify the project for better rapprochement with graphics and sound effects.

Fourthly, back up procedure can be incorporated to make sure of the data base integrity.

Finally, more rigorous cost benefit analysis can be done to make the more feasible.

### **Our future plans are:**

- User delete or modify any uploaded question feature
- Make user profile section to update user data

# BIBLIOGRAPHY

During the development of the project, I have used many resources and for that I am grateful to all the people concerned.

Given below are the names of some books, which I have used during development and documentation of the project.

1. <https://reactjs.org/>
2. <https://firebase.google.com/>
3. <https://tailwindcss.com/>
4. <https://mui.com/>
5. <https://sweetalert.js.org/>
6. <https://tailblocks.cc/>
7. <https://stackoverflow.com/>

And some YouTube Channels...

# UG COLLEGE SPACE

A dissertation report submitted towards  
partial fulfillment of the requirements for  
the award of the Graduation degree

## **Bachelor of Science Honours in Computer Science**

By

Souvick Mistri

Reg.No.: 039041 Of 2019-2020

Roll No.: 2116137-1939191

—

Department of Computer Science

Srikrishna College

Bagula, Nadia-741502





## CERTIFICATE OF APPROVAL

THIS IS TO CERTIFY THAT THE PROJECT ENTITLED “UG COLLEGE SPACE” IS CARRIED OUT BY SOUVICK MISTRI UNDER MY GUIDANCE AND SUPERVISION FOR THE FULFILLMENT OF THE PROJECT WORK, REQUIRED FOR THE AWARDATION OF GRADUATION DEGREE FROM SRIKRISHNA COLLEGE, UNIVERSITY OF KALYANI.

Countersigned by:

MR. UJJAL KUMAR DAS

Project guide and Lecturer,  
Department of Computer Science,  
Srikrishna college, Bagula



## CERTIFICATE

THIS IS TO CERTIFY THAT MR. SOUVICK MISTRI, (ROLL NO: 2116137-1939191, REG. NO: 039041 OF 2019-2020) HAS WORKED SINCERELY AND INDEPENDENTLY TO COMPETE HIS DISSERTATION WORK ON “UG COLLEGE SPACE” DURING THE SESSION 2022-2023, UNDER THE GUIDANCE AND SUPERVISIONS OF MR. UJJAL KUMAR DAS (H.O.D). HE HAS FULFILLED ALL THE REQUISITES OF THE UNIVERSITY OF KALYANI FOR THE PREPARATION AND COMPLETION OF THE DISSERTATION FOR THE DEGREE OF BACHELOR OF SCIENCE HONOURS IN COMPUTER SCIENCE IN THE DEPARTMENT OF COMPUTER SCIENCE.

WE WISH THEM ALL, SUCCESS IN THEIR FUTURE LIFE.

MR. UJJAL KUMAR DAS

Project guide and Lecturer,

Head of Department

Department of Computer Science,

Srikrishna college, Bagula

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# ACKNOWLEDGEMENT

The happiness of success lies in the sharing it with all who have helped and inspired me to attain the goal. I would like to express my gratitude to all, whose constant guidance and encouragement served as a beacon of light.

I express my deep sense of gratitude and profound thanks to the kind acceptance, dynamic encouragement, support, and generosity of my project guide lecturer Mr. Ujjal Kumar Das, Computer Science Department for his demand for clarity of expression, useful subject discussions, constant care and kind patience throughout the project duration which greatly helped me to complete this task.

I am highly indebted to Mr. Ujjal Kumar Das (H.O.D), lecturer of Computer Science Department, Srikrishna College for his guidance and constant supervision as well as for providing necessary information regarding the project & also for their support in this project.

Lastly, I thank the almighty, my family and friends for their constant encouragement without which this would not be possible.

A leaflet named acknowledgement cannot truly express the amount of thankfulness to all the persons who helped me directly or indirectly throughout this project duration, I sincerely thank all who wished for my success.

Souvick Mistry.

.....  
SOUVICK MISTRI

Dated: - 02/07/2022

# DECLARATION

I hereby declare that. The project “UG COLLEGE SPACE” is an outcome of my own efforts under the guidance of MR. Ujjal Kumar Das (H.O.D). The project is submitted to the University of Kalyani, For the partial fulfillment of the Bachelor of Computer Science examination 2022-2023.

I also hereby declare that this project report is original and has not been published and/or submitted for any other course award to any college before.

Signature: ..... Sourick Mishra

Date: ..... 02/07/2022

B.Sc. Honours In Computer Science  
Srikrishna College  
2019-2020



# INTRODUCTION

This project is about developing a web application. Now a days, gadgets are rolling the world. Many people cannot imagine even one day without their device. We use them for everything: find information, stay connected with our friends and families, find the way around, decide what to do, and many other things. But very often we come to the point when we would like to have an application for a particular situation or for a certain need, but there is no such one. Developing an application usually takes lots of time and needs professional knowledge of software. And then as people do not find the application they tend to wait until somebody is developing one, or they have to go to the web and ask people to implement their ideas. On different forums there are tons of brilliant ideas but they will wait until developers will see them. On the other hand, there are lots of enthusiastic developers who are looking for ideas to implement them.

# **SCOPE & OBJECTIVE**

## **SCOPE OF THE PROJECT:**

The scope of this web application is to store all the questions of the previous year so that anyone can access them.

## **OBJECTIVE OF THE PROJECT:**

The main objectives of this project are ...

- Anyone can use this application to find previous year questions.
- Any student login and upload question to help others.

# ABOUT THIS APPLICATION

UG COLLEGE SPACE Web application performed well in many tasks which is helpful for many students to find previous year question.

In this application user can

1. Download previous year question
2. Upload current year question
3. Suggested new feature

If any users want to use UG COLLEGE SPACE, this app doesn't need any username or password for login or signup. Users choose any of their google accounts to continue "UG COLLEGE SPACE". That's why this app didn't store any user's sensitive information (username or password). That's why this app is so secure and user friendly.

UG COLLEGE SPACE App Link:

<https://ugcollegespace.web.app/>

OR

<https://ugcollegespace.firebaseio.com/>

# ACTIVITY DETAILS

An activity is the entry point for interacting with the user. It represents a single screen with a user interface. In our project “UG COLLEGE SPACE” some user interface given below with their details:

## Home Interface:

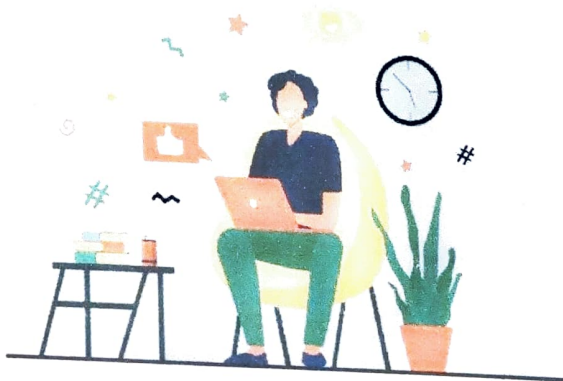
In the home interface, everyone can know about “UG-COLLEGE-SPACE”

UG College Space

HOME

QUESTIONS ▾

ADD QUESTION



## UG College space

A one-stop destination for students to find previous year's questions. Here anyone can upload questions with a few steps to help others.

## ABOUT

UG College Space is a simple solution for the students to find previous year's questions. With simple steps, anyone can upload questions and students can use it. NO need to create an account just login with google. Also, your suggestions are of great help to me. If you have any suggestions, kindly write them... ✍

## TECH STACK

React js

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## Login Interface:

In the Login interface, Users can log in by choosing any of their Google accounts that are available on their device, and it automatically authenticates the account and collects some data like Gmail, photo, name, and id from Google Server. In this application, there is no need of any username and password for creating an account or login. Users don't need to remember any username and password to use in this application when users want to login, simply choose a google account. For this reason, databases don't store passwords for better security.



 LOGIN WITH GOOGLE





## UG Co

A one-stop des  
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## TECH STACK

React js  
Tailwind CSS  
Firebase

# Upload Question Interface:

In the upload interface with simple steps, anyone can upload questions and students can use it.



## Your Uploades

Upload Question

Please fill the following details!

Department

Computer Science

Semester

Subject Name \*

Year

Choose File

No file chosen

CANCEL

SAVE

# FUTURE SCOPE

## **Future Scopes: -**

Though our project is itself matured enough but still betterment is always an open door. In this case also we can add some feature to this web application and make this web application more reliable.

## **Try to :**

Firstly, during the development of our project our prime object was to keep the hardware and the software requirement minimum as possible so that it supports maximum user base.

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2. Firebase Documentation
3. Tailwind CSS
4. React MUI
5. Sweetalert
6. Tail blocks Documentation
7. stack overflow

And some YouTube Channels...

**A PROJECT REPORT**  
**ON**  
**“MOVIE MANIA”**  
*In partial fulfilment for the award of the degree of*  
**BACHELOR OF TECHNOLOGY**  
**IN**  
**COMPUTER SCIENCE AND ENGINEERING**



**SUBMITTED TO:**

Ujjal Kumar Das

Head of Department (CSE)

Reg No – 039042,

**SUBMITTED BY:**

Subhankar Biswas (GSH37/001851)

Roll No- 2116137-1939194

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**BAGULA SRIKRISHNA COLLEGE**

**UNIVERSITY OF KALYANI**

**JUNE, 2022**



**BAGULA SRIKRISHNA COLLEGE  
UNIVERSITY OF KALYANI**

**CANDIDATE'S DECLARATION**

We hereby declare that the work, which is being represented in the Project, entitled “**MOVIE MANIA**”, in the fulfilment for the award of Bachelor of Technology in **Computer Science & Engineering**, submitted to **BAGULA SRIKRISHNA COLLEGE**, is an authentic record of our own work carried out under the supervision and guidance of “**Ujjal Kumar Das**”.

We have not submitted this work elsewhere for any other degree. We are fully responsible for the content of our thesis.

Place: Bagula

JUNE, 2022

Subhankar Biswas (GSH37/001851)

Reg No- 039042

Roll No- 2116137-1939194

## ACKNOWLEDGEMENT

We wish to express our deep sense of gratitude to our project guides **Ujjal Kumar Das**, Head of Department (CSE), KALYANI University & **Snehadhanya Dutta**, Asst. Professor, Kalyani University for guiding us from inception till the completion of the project. We sincerely acknowledge them for giving us valuable guidance, support for literature survey, critical reviews and comments for our project.

We would like to first of all express our thanks to HOD sir for providing us such a great infrastructure and environment for our overall development. We express sincere thanks to all the faculties of CSE Department, KALYANI for their kind cooperation and extendible support towards the completion of project. Words are inadequate to thank our CSE faculty members who have been a constant source of encouragement for successful completion of project. We would like to give special mention to **Mr. Ashraful Islam**, Asst. Professor, KALYANI; **Rupa Das Banerjee**, Asst. Professor, KALYANI; **Mr. Barun Kumar Paul**, Asst. Professor, KALYANI; for providing timely and valuable evaluation for successful completion of our project.

Also our warm thanks to BAGULA SRIKRISHNA COLLEGE, for providing us this opportunity to carryout, this prestigious project and enhance our learning in various field.

We owe debt to our family, colleagues, friends and many anonymous online users who are in some or other way responsible for the completion of this project.

Subhankar Biswas (GSH37/001851)

**Reg No- 039042, Roll No- 2116137-1939194**

## ABSTRACT

The main purpose of our online ticket booking system is to provide an alternate and convenient way for customer to buy cinema tickets. It is an automatic system. After the data has been fed into the database, the staff does not need to anything with the order once it is received through the system. In fact, there is similar system on the internet, but there is no refund method found in the existing system. The goals of our system are:

1. To provide a anytime anyplace service for the customer
2. To minimize the number of staff at the ticket box
3. To promote the film on the internet
4. To increase the profit
5. To obtain statistic information from the booking record.

The customer can buy ticket online and cancel the seat at the suitable time (2 days before the show to 1hour before the show). To enhance the refund function, all the customers have to registration become a member before buying ticket.

Staff can use the system to insert and delete data (e.g. film description, time table) which will update the webpage (webpage are dynamic page, changing according to the data in database).Also, staff can check the statistic information from the system.

This project is aimed to provide the costumers facility to book tickets for cinema halls online, through which they can book tickets anytime anywhere.

In this project, we will illustrate our system by providing DFD on some functions. And we will also provide some process description and data dictionary.

# SRS

## 1. Administrator section:

- This section can be accessed by providing administrator password. In this section the administrator can save the information related to movie, seats, booking, payment etc.
- In this section the administrator can edit the information related to movie, seats, booking, payment etc.

## 2. Customer section:

- Customer can view the movie rating which will help them to choose the movie.
- Customer can book the movie tickets by selecting the seats of his/her choice.
- Customer can pay for tickets online by credit card.

## 3. Non Functional Requirements:

It consists of following parameters:

- Reliability: The system will consistently perform its intended function. For e.g. the important information must be validated.
- Efficiency: Unnecessary data will not be transmitted on the network and database server will be properly connected.
- Reusability: The system can be reused in any organization or site of the same group, defining the organization master definition under software license agreement.
- Integrity: Only System Administrator has rights to access the database, not every user can access all the information. Each user will be having rights to access the modules.

## Software Specification:

Front-end: - XML

- User friendly
- Low Cost Solution
- GUI feature
- Better designing aspects



# SRS

## 1. Administrator section:

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## Software Specification:

Front-end: - XML

- User friendly
- Low Cost Solution
- GUI feature
- Better designing aspects



Back-end: - Java

- Security
- Portability
- Quality

### **Hardware Specification:**

2. Intel Pentium and Celeron class processor
3. Processor Speed – 1.2 GHz or above
4. RAM - 512 MB
5. HDD - 40 GB

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# CHAPTER 1

## INTRODUCTION

This project is aimed to provide the customers facility to book tickets for cinema halls online, through which they can book tickets anytime, anywhere.

E-ticket system is basically made for providing the customer an anytime and anywhere service for booking the seat in the cinema hall and to gather information about the movies online. The user can easily be able to know about the movies released and then make the choice. In this project, we will illustrate our system by providing DFD on some functions. And we will also provide some process description and data dictionary.

Admin can use the system to insert and delete data (e.g. film description, time table) which will update the webpage (webpage are dynamic page, changing according to the data into database system).

Our online E-Ticket System (ETS) is a web-based system. The customers can buy ticket online and cancel the seat at a suitable time (2 days before the show to 1 hour before the show). To enhance the refund function, all the customers have to registration become a member before buying ticket.

Staff can use the system to insert and delete data (e.g. film description, time table) which will update the webpage (webpage are dynamic page, changing according to the data in database). Also, staff can check the statistic information from the system. It is an automatic system. After the data has been fed into the database, the staff does not need to do anything with the order once it is received through the system. To enhance the refund function, all the customers have to registration become a member before buying ticket.

### 1.1 OBJECTIVE

The main purpose of our online ticket booking system is to provide an alternate and convenient way for a customer to buy cinema tickets. It is an automatic system. After the

data has been fed into the database, the staff does not need to do anything with the order once it is received through the system. In fact, there is similar system on the internet, but there is no refund method found in the existing system. The goals of our system are:

- To provide a anytime anyplace service for the customer
- To minimize the number of staff at the ticket box
- To promote the film on the internet
- To increase the profit
- To obtain statistic information from the booking record.

This system is basically aimed to provide the customer the complete information of the movie, according to which the customer can book the tickets and the refund facility provides more flexibility to the system.

## 1.2 TECHNOLOGY USED

The technology we have used here is basically “Android”. Android is an open source and Linux-based **Operating System** for mobile devices such as smartphones and tablet computers. Android was developed by the Open Handset Alliance, led by Google, and other companies. Android offers a unified approach to application development for mobile devices which means developers need only develop for Android, and their applications should be able to run on different devices powered by Android.

The first beta version of the Android Software Development Kit (SDK) was released by Google in 2007 where as the first commercial version, Android 1.0, was released in September 2008.

It's the largest installed base of any mobile platform and growing fast Few of them are listed below:



**Table 1.1.** Android Features

<b>Feature</b>	<b>Description</b>
Beautiful UI	Android OS basic screen provides a beautiful and intuitive user interface.
Storage	SQLite, a lightweight relational database, is used for data storage purposes.
Messaging	SMS and MMS
Web browser	Based on the open-source WebKit layout engine, coupled with Chrome's V8 JavaScript engine supporting HTML5 and CSS3.
Multi-touch	Android has native support for multi-touch which was initially made available in handsets such as the HTC Hero.
Multi-tasking	User can jump from one task to another and same time various application can run simultaneously.
Resizable widgets	Widgets are resizable, so users can expand them to show more content or shrink them to save space
Multi-Language	Supports single direction and bi-directional text.
GCM	Google Cloud Messaging (GCM) is a service that lets developers send short message data to their users on Android devices, without needing a proprietary sync solution.

## 1.3 ANDROID APPLICATION

Android applications are usually developed in the Java language using the Android Software Development Kit.

Once developed, Android applications can be packaged easily and sold out either through a store such as **Google Play** or the **Amazon Appstore**.

Android powers hundreds of millions of mobile devices in more than 190 countries around the world. It's the largest installed base of any mobile platform and growing fast. Every day more than 1 million new Android devices are activated worldwide. On June 27, 2012, at the Google I/O conference, Google announced the next Android version, 4.1 **Jelly Bean**. Jelly Bean is an incremental update, with the primary aim of improving the user interface, both in terms of functionality and performance.

The source code for Android is available under free and open source software licenses. Google publishes most of the code under the Apache License version 2.0 and the rest, Linux kernel changes, under the GNU General Public License version 2.

Android is a powerful operating system competing with Apple 4GS and supports great features. Android powers hundreds of millions of mobile devices in more than 190 countries around the world.

## 1.3 DATABASE

### MySQL Database

In this project, MySQL is used as the backend database. MySQL is an open source database management system. The features of MySQL are given below. MySQL is a relational database management system. A relational database stores information in different tables, rather than in one giant table. It is fast, reliable and easy to use. To improve the performance, MySQL is multithreaded database engine. A multithreaded application performs many tasks at the same time as if multiple instances of that application were running simultaneously.

## **CONCLUSION**

### **SUMMARY**

Everything that is made has some or the other things to be added to make it better than revolutions.

The project “Movie mania”, it has been tried to develop a robust and fault free system, still enough flexibility has been provided for further enhancements and modifications. As I mentioned earlier then the designed forms are typically reflections of the developer, so I strongly believe that the enhancement to be done with the project to be done with the design changes, coding changes. But at the same time I would like to mention that since one cannot claim himself as a master of the technology there is always some scope of technical modifications in the project that may lead to find code redundancy & storage space minimization.

The project has been developed successfully and the performance of the system has been found satisfactory. The security has been incorporated as required by any placement firm. Use of computer helps the user in reducing the time wasted in non-productive work. It further helps the user in having immediate access to the information as well as to share the limited resources effectively.

User friendly menu driven interface has been provided to the user to interact with the system. Users can traverse through the website provided the users have the access right set. The users can register themselves through a registration form and then can use the services of the website. The system provides an integrated environment for the customers who are willing to watch movies currently running in the Audi and can also enjoy combo packs while watching movie.

### **FUTURE SCOPE**

The project Movie mania is flexible enough to meet the requirements of the Customers. This project also has the scope of enhancements like:

- Home delivery of tickets may be provided.
- Online Booking of Purchases of eatables (cold drinks, popcorn etc.) can be provided.
- Corporate booking: Multimedia support for corporate presentation can be provided. Conference facility can be provided for corporate meetings in the hall. This will increase the profit of cinema halls as well as the company organizing event.
- Group booking: Any institute/company can book the tickets for students/clients and special discount will be provided to them.

## **End User Support**

The proposed system is developed in ASP.NET and SQL Server. If organization increases users, it just has to add more machines and install the software on it, which is in the form of exe.

## **Security**

Security features are implemented. No unauthorized access the package, as the security is implemented through login and password.

## **Further Enhancement of the Project**

Everything that is made has some or the other things to be added to make it better than revolutions. The project "Movie mania", it has been tried to develop a robust and fault free system, still enough flexibility has been provided for further enhancements and modifications. As I mentioned earlier then the designed forms are typically reflections of the developer, so I strongly believe that the enhancement to be done with the project to be done with the design changes, coding changes. Since the data is retrieved from the tables where everything is based on the coding system if the coding system is changed then the system needs to be redesigned.